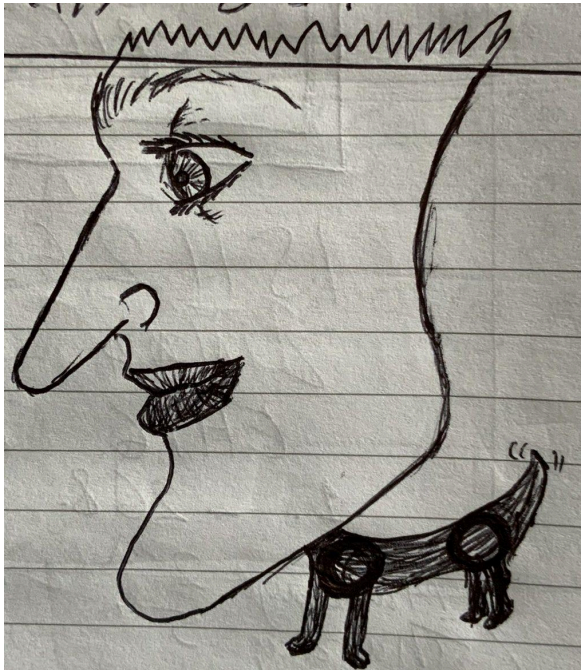# Conventional Art, Digital Art, 3D and 2D

Just a short page here because I want to demonstrate one of the possible ways of combining conventional drawing with digital 3D work. I've been on the learning curve of these sort of programmes for a few years now. Here's something I did:
I quickly drew these two little cartoons in a little scrappy notebook:

And then inserted the 2D drawings into a 3D animation programme to make this scene:

So, with an applied alpha channel, the 2D drawings can be made to function as characters within a 3D space.